

DUNGEONS & DRAGONS®

STRANGER THINGS

CHARACTER NAME

Cleric 3
CLASS & LEVEL
Wood Elf
RACE

Acolyte
BACKGROUND
Lawful Good
ALIGNMENT

PLAYER NAME
900
EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+3

16

CONSTITUTION

+2

14

INTELLIGENCE

+1

12

WISDOM

+2

14

CHARISMA

+0

10

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +3 Dexterity
- ☐ +2 Constitution
- ☐ +1 Intelligence
- ☒ +4 Wisdom
- ☒ +2 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☒ +3 History (Int)
- ☒ +4 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☒ +4 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☒ +3 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☐ +2 Survival (Wis)

*See your environment

SKILLS

18

ARMOR CLASS

+3

INITIATIVE

35 ft.

SPEED

Hit Point Maximum: 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVED

NAME	ARMOR BONUS	DAMAGE/TYPE
Crossbow, Light	+5	1d8 + 3 piercing
Mace	+2	1d6 Bludgeoning
Spiritual Weapon	+4	1d8 + 2 force

Cantrips. You know *guidance*, *light*, and *sacred flame*, and can cast them at will. Descriptions are found in the rulebook.

Spell Slots. You have four 1st-level spell slots and two 2nd-level spell slots you can use to cast your prepared spells.

Prepared Spells. You prepare five spells of 1st or 2nd level, in any combination, to make them available for you to cast, choosing from the cleric spell list in the rulebook. In addition, you always have four domain spells prepared: *bless*, *cure wounds*, *lesser restoration*, and *spiritual weapon*.

ATTACKS & SPELLCASTING

- Shield
- Chain Mail
- Mace
- Light Crossbow
- Crossbow Bolts (20)
- Backpack
- Bedroll
- Common Clothes
- Mess Kit
- Rations (1 day) (10)
- Hempen Rope (50 feet)
- Tinderbox
- Torch (10)
- Waterskin
- Amulet
- Emblem

15

EQUIPMENT

Spellcasting Ability. Wisdom is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 12. Your attack bonus when you make an attack with a spell is +4. See the rulebook for rules on casting your spells.

Disciple of Life. Your healing spells are particularly effective. Whenever you restore hit points to a creature with a spell of 1st level or higher, the creature regains additional hit points equal to 2 + the spell's level.

Channel Divinity. You can channel divine energy directly from your deity, using that energy to fuel one of two magical effects: Turn Undead or Preserve Life. Both effects require you use your action and present your holy symbol you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Turn Undead. When you use Turn Undead, each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw (DC 12). If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turn trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action.

Preserve Life. When you use Preserve Life, choose one or more creatures within 30 feet of you to heal, then distribute up to 15 hit points among them. This feature can restore a creature to no more than half of its hit point maximum. At 4th level, you can distribute 20 hit points, and at 5th level 25.

Darkvision. You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

FEATURES & TRAITS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

14

PASSIVE WISDOM (PERCEPTION)

Languages. Common, Elvish, Orc, Dwarvish

Proficiencies. Heavy armor, History, Insight, light armor, longbow, longsword, Medicine, medium armor, Perception, Religion, shields, shortbow, shortsword, simple weapons

OTHER PROFICIENCIES & LANGUAGES

Elf

Elves are people of otherworldly grace, living in the world but not entirely part of it. They live in places of ethereal beauty, in the midst of ancient forests or in silvery spires glittering with faerie light, where soft music drifts through the air and gentle fragrances waft on the breeze. Elves love nature and magic, art and artistry, music and poetry. Elves can live over 700 years. They are more often amused than excited, and more likely to be curious than greedy. They tend to remain aloof and unfazed by petty happenstance, and they trust in diplomacy and compromise to resolve differences before they escalate to violence.

Most elves dwell in small forest villages hidden among the trees. Their contact with outsiders is usually limited, though a few elves make a good living by trading crafted items for metals, which they have no interest in mining.

Trance. Elves don't need to sleep. They meditate deeply, remaining semiconscious, for 4 hours a day and gain the same benefit a human does from 8 hours of sleep.

Cleric

Clerics are intermediaries between the mortal world and the distant planes of the gods. As varied as the gods they serve, clerics strive to embody the handwork of their deities. No ordinary priest or temple servant, a cleric is imbued with divine magic.

Divine Domain. You draw magic from the divine domain—a sphere of magical influence—associated with your deity. Your domain lets you have certain spells, such as *bless* and *cure wounds*, always prepared.

Your domain is Life, which is affiliated with many gods of good. Work with your DM to decide what your specific deity or pantheon are, and what additional details may arise from that.

Background

You have spent your life in the service of a temple to a specific god or pantheon of gods. You act as an intermediary between the realm of the holy and the mortal world. But you are not a cleric.

Work with your DM to detail the nature of your religious service. Were you a lesser functionary in a temple, raised from childhood to assist the priests in the sacred rites? Or were you a high priest who suddenly experienced a call to serve your god in a different way? Perhaps you were the leader of a small cult outside of any established temple structure, or even an occult group that served a fiendish master that you now deny.

Shelter of the Faithful. As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith. Those who share your religion will support you (but only you) at a modest lifestyle.

Gaining Levels

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d8 (or 5) + 2 to your hit point maximum.

You gain access to more spells as you gain levels. You can prepare a number of spells equal to your level + your Wisdom modifier, as shown in the Spellcasting Advancement table. You also gain more spell slots.

SPELLCASTING ADVANCEMENT

Level	Prepared Spells	—Spell Slots per Spell Level—		
		1st	2nd	3rd
3rd	5	4	2	—
4th	7	4	3	—
5th	8	4	3	2

4TH LEVEL: 2,700 XP

Spells. You learn one more cleric cantrip of your choice. In addition, the number of spells you can prepare increases to 7.

Ability Score Improvement. Your Wisdom increases to 16, which has the following effects:

- Your Wisdom modifier becomes +3.
- Your spell saving throw DC increases to 13.
- Your bonus for your spell attacks increases to +5.
- Your bonus damage to spiritual weapon becomes +3.
- Your modifier to Wisdom saving throws increases by 1.
- Your modifier to Wisdom-based skills increases by 1.
- Because the modifier for your Perception skill increased, your passive Wisdom (Perception) score increases by 1.

5TH LEVEL: 6,500 XP

Spells. You can now prepare and cast 3rd-level spells, and the number of spells you can prepare increases to 8. In addition to the spells you chose to prepare, you always have two additional domain spells prepared: *beacon of hope* and *revivify*.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for your spell attacks and for weapons you're proficient with.
- Your spell saving throw DC and the DC for your Turn Undead each increase by 1.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.

Destroy Undead. When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is 1/2 or lower.

IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.